

Module

Game Effects: Conditions

Here are two Conditions you can use to increase the complexity of your game.

Wait Until

This Stack waits until the condition is true before executing. Start with the 'when 'flag' clicked' Hat Block:



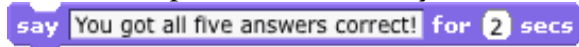
Using the *Count* Variable, make a Statement that evaluates to TRUE when the Count equals a certain value:



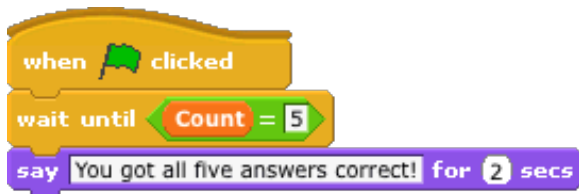
Put this Statement inside the 'wait until' Block:



Create a response with the 'say' Block:



Connect them all together and the Stack should look like this:



-- Modification --

Use the greater than or less than Operators to change when the condition evaluates to TRUE:

[For Example]



Repeat Until

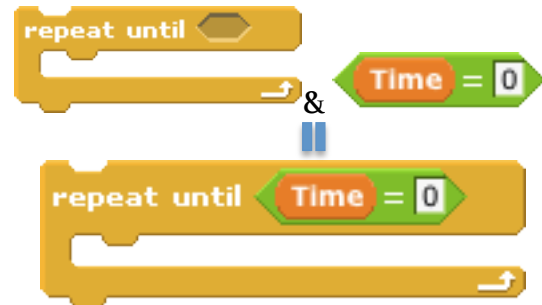
This Stack will repeatedly change the color of the Sprite until the Time variable is equal to a certain value. Start with the 'when 'flag' clicked' Hat Block:



Using the *Time* Variable, make a Statement that evaluates to TRUE when Time equals a certain value:



Put this Statement inside the 'repeat until' Block:



Inside the Loop, change the color of the Sprite and delay the effect by a brief period (so you can see it change color!):



Put it all together and the Stack should look like this:



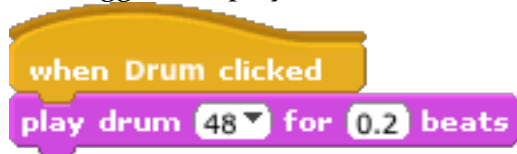
Module

Game Effects: Events

This Module covers a wide variety of different Events that can cause some action to occur as a result of another action.

Clicking a Sprite: This Event occurs when the user clicks on the Sprite with the mouse cursor.

Example: Clicking on the Drum Sprite will trigger the 'play drum' Sound effect:



Pressing a Key: This Event occurs when the user presses a key on the keyboard.

Example: Pressing the 'k' key results in the Sprite turning clockwise 15 degrees:



Clicking the 'Flag' Button: This Event sends a message to all Sprites to respond to this click if this Hat Block is in a Script.

Example: Clicking on the 'flag' icon above the Stage results in the Fish Sprite saying "Hello!" and, simultaneously, the Squirrel Sprite waits 2 seconds (the same amount of time it takes for the Fish to talk) before saying "Hello!"

Fish Sprite:



Squirrel Sprite:



Try it out – Click the Green Flag:



Indirect Event: This Event occurs when a Direct Event, such as Pressing a Key or Clicking a Sprite, results in a Broadcast message being sent to a receiving Hat Block that then triggers the Indirect Event.

Example: Clicking on the 'Start' Text Sprite sends a Broadcast message that is received by a different Sprite. The Sprite receiving the message, in this example, moves along the x-axis 100 pixels (10 pixels by 10 executions (repetitions)):

Sender of Broadcast Message:



Receiver of Broadcast Message:

